

Dreamcast



Dreamcast

GRANDIA

SEVEN II



Ubi Soft
ENTERTAINMENT

EPILEPSY WARNINGS

Please read the manual and particularly this paragraph before using this video game system or allowing your children to use it. A responsible adult should go through with any visitors the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to fatigue in seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may include undiagnosed epileptic dysplasia even in persons who have no history of seizures or epilepsy. If you or anyone in your family has or even had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, contact your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms (in non-stimulated states) see or consult your doctor: loss of consciousness, disorientation and involuntary movement or convulsions. IMMEDIATELY discontinue use and consult your doctor.

FOR YOUR HEALTH:

- Sit away from the television screen as far as the length of the foot rest cable allows. We advise that you sit a minimum of 6-8 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 20 minutes per hour while playing any video game.

GETTING STARTED

This CD-ROM can only be used with the Dreamcast System. Do not attempt to play this CD-ROM on any other CD player. Doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in pad 2 as well.
2. Place the Dreamcast CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
 - If you wish to stop a game in progress or the game ends and you want to restart, press A B X Y and Start simultaneously to return to the game title screen. Press A B X Y and Start simultaneously again to return to the Dreamcast control panel.
 - If you turn off the power, the Home (waiting a CD) the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast CD-ROM in the unit and the game will automatically load up. Important: Your Dreamcast CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, rotate the disc and wipe it carefully, starting from the center of the disc and wiping straight outwards to the edge.

HANDLING YOUR DREAMCAST CD-ROM

- The Dreamcast CD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the disc(s) at the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other source of heat.



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When the world was still young and yearned at
 earth's dawn making Granax the God of Light
 came. All was bathed in the holy light of
 Heaven. Thus, those were the days of marvels.



For there were those who sought the power to rival
 Granax. They found power in Valmar, the God of
 Darkness. Power to release the energy bound up in life.
 Power to animate the world.

Thus in those days they made war.



The fighting continued endlessly, until the sword of
 Granax pierced the intense darkness of Valmar. The
 scorching blow from Granax not only roused all but rained
 peace, but also carried several ugly scars in the very
 surface of the planet.



These are the Dreadful Scars that survive even to the
 present, scars in the land.

The reason why we call the earth the "Ear-of-..."



Right now, every person, creature, and object has a purpose. Some because of
 their own nature, and others because of the way they are placed in the world.
 Some are here to help others, some are here to be helped.

Some are here to help others, some are here to be helped. Some are here to help others, some are here to be helped.

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Ryudo

Age 17

Ryudo makes his living as a **Destined** bouncing from job to job completing them regardless of moral judgement. Ever since he was a child, he has taken his training seriously and now even his colleagues recognize his superior skills with the sword.

Characterized as being cynical and pessimistic, Ryudo pushes forward intent on getting the job at hand done. Ryudo loves to pick on his traveling companion, **Slye**. Although they sound harsh to one another at times, Slye is perhaps the only one who truly understands Ryudo.

• Weapon: Sword



Slye



Age 40

Slye is Ryudo's most reliable partner and friend. Upon meeting Ryudo two years prior, he immediately fell in love and that began his journey with him. Acting as Ryudo's sole companion, he is perhaps the only one who Ryudo can share his life with. His love and deepest feelings with Ryudo's indifference bridge up the personal side of Slye, who has always tried to relieve Ryudo's pain, but has seen all sorts



Millenia

Age 9

Millenia is somewhat of a mystery. Somewhat capricious and impatient, Millenia cannot stand indecisiveness and is quick to quit when things do not go her way. Millenia is a mystery girl who appears suddenly. Although her hair is really long and beautiful, she keeps it at a strange height. She says she hates to cut it but hates it even more to leave it hanging out. She is capricious and impatient and cannot stand slow and unwary people. She is quick to quit when she doesn't get her way going

wild without a hint of concern for the lives of others. But she also has a soft spot for small and cute things, always trying to pet them. She is wild and uninhibited but she is really

• Weapon: Bow



Elena

Age 17 Height: 158 cm Weight: 45 kg

Elena is a "Greaser Sorptress." Although the name Sorptress may sound high and noble, she is really just an acolyte to the Sisters of Grease who happen to be good at sleeping. She may seem to be trying to be helpful to people, but she is probably more like a busybody who just can't leave someone in trouble well alone. After entering the Church of Grease with its teachings to save those who are suffering, she began to take care even of the other Sisters in the church. She has loved sleeping ever since she was little and wishes that her sleeping could banish Darkness from the hearts of people and bring back the Light.

• Weapon: Staff





Roan

Age 13 Height 145 cm Weight 37 kg

Roan is a boy who seems to be on a journey to find something. His curly blond hair makes him quite charming. Severely aware that others think he is easy, he is often teased by adults. He sometimes uses coldly adult language. He seems to be well-laid with perfect table manners and dresses well taking pains to make sure his clothes stay clean even on a long journey. There is nothing to dislike about his manner, and he gets along with everyone on the long trip, being the owner of a bright, direct personality which makes everyone relax and feel good.

• Weapon: Knife



Tio

Age ? (but appears to be a teenager) Height 153 cm Weight 41 kg

Tio is an automaton produced at the time of the Battle of Good and Evil long ago. She looks just like a human, but she has no feelings and is doing nothing but obediently following the orders. When she is in a bad situation, she can only give a verbal reply. She often tries to execute actions which are unnecessary for her, such as eating food, perhaps because she is trying to understand human frames.

• Weapon: Rings



Mellice

Age 22 Height 174 cm Weight 67 kg

Mellice has an elegant face and a peculiar appearance. His eyes have a cold-blooded gleam and an insense smile is always on his face. His actions are full of mystery but the results they bring are nothing but cruel and inhuman. His temperament is flowing and elegant but he attacks his targets mercilessly. Called the "Demon-Man of Kamelion" who brings corruption and chaos, he is said to bring a terrible curse to men and land alike by merely passing through.



Wareg

Age last 50s Height 193 cm Weight 111 kg

Wareg is a bear-man who has been searching for the evil enemy who had attacked his village. He is a farmer at home in nature who walks across fields and mountains without making a sound over trees or his prey. The basis for his actions is not theory or logic, but rather what he feels from the flow of nature, and he believes that living according to this way of thinking is life itself. He has a hearty personality and an equally hearty appetite which can be astonishing to those around. He has a nice countenance but a kind nature.

• Weapon: Axe





Zena Innocentia

Age 58 Height 166 cm Weight 84 kg

Zena Innocentia is the Pontiff, the Pope of the Church of Orsan. As the central personality of a world-wide religion, he is a well-known man. At the Orsan Cathedral, he has continued to pray for the happiness and prosperity of mankind and preach about the sacred coming of the holy God Orsan in order to save the cursed world. Anyone who meets him is said to be touched by his steadiness and benevolent heart, gaining professed peace of mind. The reports of volunteers coming to places all around the world have weighed heavily on his heart, and a melancholy tone has begun to settle upon his countenance.



Selene



Age 25 Height 172 cm Weight 47 kg

Selene is a High Priestess in the Church of Orsan. Many people are said to be taken by her noble and beautiful, almost ephemeral appearance. Her smile is full of affection, and her eyes shine with a strong will to search for righteousness. However, in addition to her kind expression, she also has the face of a merciless inquisitor of heretics. She travels around on her own to various lands across the world with the Knights under her command in order to prevent the Revival of Valmar. She and her Cathedral Knights are known as the "Harbinger of Orsan."

Wino

New animals live in darkness and shadows, and upturn. They, like the dark, like to live in light up dark dungeons. Other than "black dark plants," which animals have been animals, but if you make friends with them, they might help you by advised the party on the journey.

Carve design Anzaku (Wino)



Starting

Insert the Grandia II disc into the Dreamcast™ game console and turn the power ON. From the title screen, press the Start Button to start the game. If you have any saved games, the start menu will allow you to select either "New Game" or "Load Game."



Starting a New Game

If you want to play the game from the beginning, select "New Game" and press enter. The opening movie will begin, and when it ends, the main game will start. You cannot skip the opening movie.

*Do not move the Analog Directional Key or L/R Triggers while turning on the Dreamcast™ power. Doing so may disrupt the controller initialization procedure and result in malfunction.



Loading a Saved Game

If a saved game is present on a memory card (Visual Memory, sold separately), then select "Load Game" and press enter. Use the L/R Triggers to select the control port where the memory card is inserted, select the saved game you wish to load, then press enter. Your adventure will continue from its previously saved point.

For more details on saving games, see P. 37 "Save Game."



Ending Play

Since you can't restore your game unless you save a firm, be sure to save before ending play. When you want to end play, press the OPEN Button on the Dreamcast™ console. After the disc stops spinning, remove the disc. Close the disc door and press the POWER Button to turn the power off.

The Dreamcast™ PC Controller

Analog Directional Key

Directional Buttons

Start Button

Expansion socket 1

R Trigger



X Button

Y Button

B Button

A Button

L Trigger

Expansion socket 2

Repeat: touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

WARNING: Do NOT move the Analog Thumb Pad or press the L/R Triggers while turning on the main power. The game controller will not calibrate properly if the Analog Thumb Pad or the L/R Triggers have been pressed. The Game Pad can only be inserted into the second Expansion Socket of the controller.

This is a one player game. Connect the controllers and other compatible peripherals to the controller ports of the Dreamcast (DC) console before turning the power on. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast™ to soft-reset and display the title screen.

*Correct operation is not guaranteed if incompatible controllers are used.

Gameplay

	Move the character (walk, idle)
	Move the character (run)
	Move the character (crawl) In Config, you can toggle between crouch/walk.
	Interactably talk, execute various commands
	Change the destination for the compass
	Rotate the camera angle (In Config, you can toggle the direction of rotation.)
	Switch to the Map Screen

The X Button is not used on the Field Screen.

Menu Access/Combat Screen

	Select various commands, characters and items
	Execute Buttons for commands, etc.
	Cancel Buttons for commands, etc. Cancel All command
	Switch between party AI in the class window
	Combat command input. Entire screen displayed while pressed. When party AI is in effect, Change viewpoint.
	Switch between party AI in the class window
	Turn party AI (Play Party Off) OFF
	Switches among Moves/Walks Types of Items

The Start Button is not used on the Menu Screen/Combat Screen.

The connections between the various game fields are described briefly below. Players may explore by navigating through towns and dungeon fields. If you enter a building inside a town, you will enter an indoor field. If you come into contact with an enemy in a dungeon field, the combat screen will appear.

Town Fields

Town fields are located in areas where people live. You should actively explore and talk to people to gather information. When you go inside a building, the screen switches to an indoor field. When you leave the town field and go outside, you will see an area map. You may also encounter dungeon fields inside towns.



Go into a building

Go out of a building

Indoor Fields

When you enter a building located inside a town field, the screen will switch to an indoor field. Indoor fields have fixed camera angles, you cannot see the L/R Triggers to change them. If you are the name of another location when you move near a door or opening, you may enter that location from there.



Area Maps



Area maps display the locations you have already visited, allowing you to pick a region and move there. You can move to any region on the area map displayed with white letters. Move the feather cursor to the region you wish to visit, then press enter to display the screen for that region.

Note that you can select different regions as the scenario proceeds.

Dungeon Fields



Corridors, mountain roads, and other regions where monsters roam are treated as dungeon fields. If you encounter a monster, a combat screen appears and combat will begin. Depending upon the location, there may be several maps of dungeon fields connected to each other. Rivers and caverns, for example, consist of multiple levels, so make sure you use the compass to keep your way.

Combat screen

End of combat

Combat Screen



When you encounter an enemy, a combat screen will appear. If you defeat all the enemies or make a successful escape, you'll return to the main/indoor/dungeon field. If all members of your party fall in combat, the victory is over and the title screen will appear.

The Four Schools of Growth

There are four elements of growth that offer power-ups for characters: moves, magic and the like. Basic growth occurs when a character ascends to level by gaining experience points in combat. In addition, the player can allocate coins earned in combat to improve a character's moves, magic and skill.



What You Earn by Defeating Enemies

Your party earns the following five types of bonuses when they defeat enemies in combat. Experience points, special coins and magic coins are required for character growth.

Experience Points (EXP)

Experience points are given to each character individually. When a character gains enough experience points, they will ascend to level.

Special Coins (SC)

The party collectively earns SC upon victory in combat. SC are used to learn and power-up moves and skills.

Magic Coins (MC)

The party collectively earns MC upon victory in combat. The MC are used to learn or power-up Mana Egg magic and skills.

Items (IT)

Items are obtained from defeated enemies. Some items are valuable and can be found in general stores.

Character Growth

When a character's experience points earned in combat reach a certain value, the character goes up a level. His or her HP, MP and SP values also increase.

Mana Egg Growth

Magic coins earned in combat can be used to learn or power-up the spells in your Mana Eggs. Whether you power-up one spell you like or learn a broad range of different spells, it's up to you to decide how to allocate your magic coins.



Items

The party collectively earns gold pieces upon victory in combat. The gold is used to buy items at general stores.

Special Coins

Special coins earned in combat can be used to learn or power-up each character's unique moves. Like magic, the order moves are learned is up to you. Some moves can't be learned until specific events have occurred.

Magic Coins Growth

Special and magic coins earned in combat can be used to learn or power-up the skills written into Skill Books. You learn skills to enhance a character's strengths and/or make up for weaknesses.



Menu Screen

Menu Screen

Pressing the Start Button on any field screen will display the menu screen. On the menu screen, you can make various preparations for your adventure. Select the command you want and press enter.



Place name
List the name of your present location.

Come and gold
List any special notes, magic notes, and gold pieces saved.

Character window
List the current values of each character: HP, MP, and SP.
Magic commands
Select a command and press enter to switch to the various screens. For details about commands, see the following pages.

HP: Hit Points
MP: Magic Points
SP: Special Power



Config

In Config, you can change the following game settings. After you have finished selecting and changing the settings, press the B Button to return to the menu screen.

Settings

- Change the setting of the B Button
- Direction of rotation using the L Trigger
- Sound output
- Screen position

Explanation: Gives an explanation of the selected setting.



Item

When you have an item, you can use the Variable Battle Use icon (L/R Trigger) to select the type of item and press enter to use it. Depending upon what item you choose, another screen will display and allow you to select a target character for the item. Use the D-Y Buttons to move through the pages of the item screen. Items with strayed out names cannot be used.



Types of items

The types of items are indicated by icons.

Number carried

Displays the quantity of items you are carrying. You can carry up to 99 of each item.

Number of types of items

Displays the total number of items of a specific type.

Select a usable item and press the A Button.



Item Type Icons



Recovery Items



Weapons



Accessories



Attack Items



Armour



Mounts

Equip

Use the Equip command to equip characters with weapons, accessories, Mana Eggs and other items you are carrying. You can also change a character's current equipment. First select the character you want to equip and press enter. Next select the type of equipment you want to change, press enter, then select the new piece of equipment. To select equipment being worn by other characters, you must first remove the equipment and then use the Equip command. To remove equipment, select "Remove" on the equipment selection screen, select the piece of equipment you wish to remove, then press enter.



Select the type of equipment to change and press the A button.

Type of equipment

Items currently being worn appear underneath the equipment type. If an item is blank, the character is not wearing that type of equipment.

Changes to combat parameters

This indicates how a selected item changes a character's parameters. Yellow numbers indicate a parameter increase. Blue numbers indicate a parameter decrease.

Special effects of the selected item

Any special effects of the selected item are indicated here. For details see P. 29. Bonus icons.

Equipable items

Among all the items a character is carrying, only the ones they can be equipped with will display here.



Comments
Describes the powers of the selected items.

Move/Magic

Use the Move/Magic command to cast spells, items, MP, or other spells. Sometimes characters will cast spells automatically. To equip a character with a spell, select the spell you wish to use and press enter. Then select the character you wish to use the spell. A status bar showing a target (if any) will appear.



Select the spell you wish to use and press the A button.



Comments
Gives a description of the selected move/magic spell's effects.

Name of move/magic spell



-MP/MP consumed
Displays the number of MP consumed by the move/magic spell.

Level

The level of the move/magic spell is indicated by the number of # symbols. The more # symbols, the faster it can act and the more power it has. When the level reaches the highest level of 5, "MAX" appears.

Level-up costs
Displays the number of special coins or magic coins required to raise the move/magic spell to the next level. Green numbers indicate special coins, while blue numbers indicate magic coins.



Stats

Select the character and press ENTER to check the character's stats. This displays detailed information about their parameters and equipment.

Current HP/Maximum HP

Current MP/Maximum MP

Current SP/Maximum SP

Current level

Current status
Displays some restoring status disorders. If any "GOOD" indicators, there are no status disorders.

Basic parameters

Current experience points

Next level
Lays the number of experience points required to reach the next level.



Equipment

Combat parameters

Resonance score
Indicates the resonance and attributes granted by equipment.

Equipped skills

Use the [L1] right-side or Directional Key or Directional Buttons to toggle this window.



Basic parameters

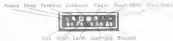
- STR Strength. Indicates the character's overall strength.
- VIT Vitality. Indicates the character's defensive strength.
- AGI Agility. Indicates how quickly the character's IP Gauge advances in combat.
- SPD Speed. Indicates movement speed and movement distance in combat.
- MAG Magic ability. Indicates the character's magical attack ability.
- MEN Mental ability. Indicates the character's magical defensive ability.

Combat parameters

- ATK Attack value. This value is the basic "STR" parameter plus the added effects from skills and equipped items. Attack value affects the amount of damage inflicted on an enemy.
- DEF Defense value. This value is the basic "VIT" parameter plus the added effects from skills and equipped items. Defense value affects the amount of reduced damage from enemy attacks.
- ACT Action value. This value is the basic "AGI" parameter plus the added effects from skills and equipped items. Action value affects how fast the IP Gauge moves.
- MOV Movement value. This value is the basic "SPD" parameter plus the added effects from skills and equipped items. Movement value affects the movement speed and movement distance in combat.

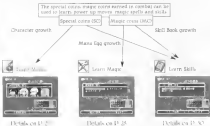
Resistance Icons

A status indicator icon indicates an ailment inflicted on a character. A number indicates the ailment time displayed in color indicates resistance (Blue) or (Red) and the number indicates the resistance level.



Power Up

The Power Up command lets you use special coins, magic coins earned in combat to learn and power up moves, Mana Egg spells, and skills from Skill Books. Use the L/R Triggers to select a learn, power up item, select a Mana Egg or Skill Book and press enter.



Spell Learning Menu



Each character possesses unique special attacks known as moves. In order to use moves the character must first learn them using special coins. First, select the character to learn on, power up the move and press enter. Then select the move to be learned (or powered up) and press enter. Some moves can only be learned under specific events in the adventure have occurred.

Move level
The level of the move is indicated by the number of ● symbols. The more ● symbols the faster it can act and the more power it has. When the level reaches the highest level of 5 "MAX" appears.

Special coins
List the current number of special coins available. If the number here is less than the number of special coins required then learning or powering up isn't possible.

Select the character and press the A Button



Comments
Gives a description of the selected moves effects.

MP consumed
Lists the number of MP consumed by using the move.

Special coins required
Lists the number of special coins required to learn or power up the move.

Name of move
List the name of the move. Moves that haven't been learned yet are indicated by "——". Only moves listed in white can be learned or powered up.

Mana Egg Learning Menu



A character equipped with a Mana Egg is able to learn and use the magic spells within it. Both individual spells and Mana Eggs have levels and the level of the Mana Egg itself can be raised by topping the level of the magic spells. When the Mana Egg's level increases it gains more spells to be learned.

Name of the Mana Egg

Mana Egg level
Indicates the Mana Egg's level. The more ● the level of its spells. As its level increases the Mana Egg receives additional spells to be learned.

Mana Egg comments
List the characteristics of the selected Mana Egg.

Magic coins
Indicates the current number of coins available. If the number of coins is less than the number of magic coins required then learning or powering up the spell isn't possible.

Select the Mana Egg and press the A Button



Comments
Provides a description of the selected spells effects. "○○○○○" means the level of the Mana Egg is still too low for the spell to be learned.

Magic level
The level of the magic spell is indicated by the number of ● symbols. The more ● symbols the higher its level. The faster it can act and the more power it has. "MAX" means the spell has reached its highest level of 5.

MP consumed
Indicates the number of MP consumed by using the spell.

Magic coins required
Indicates the number of magic coins required to learn or power-up the spell.

Name of spell
This is the name of the magic spell. Spells that have yet to be learned are indicated by "——". Only spells listed in white can be learned or powered up.

Learning Magic

Select the Mana Egg containing the magic spell you wish to learn and press enter. You cannot learn that spell unless you possess the necessary number of magic coins.

Powering Up Magic

Select the Mana Egg containing the magic spell you want to power up and press enter. You cannot power up that spell unless you possess the necessary number of magic coins. O.M.C. The higher a spell's level, the faster it can act. The maximum level for a magic spell is 5.

Types of Mana Eggs

Elemental Mana Egg	Description
Water	Water/Earth/Tornado, Priority Mana Egg
Fire	Fire/Wind/Lightning, Dominant Mana Egg
Wind	Wind/Water/Thunder, Ally Mana Egg
Earth	Fire/Earth/Explosion, Earthy Mana Egg

[This is not a complete list of Mana Eggs. Look for others!]

The Learning Skill



Skill Books contain various skills that can be equipped to give a character additional powers. Like Mana Eggs, Skill Books also have levels. As new skills are learned and skill levels are increased, the level of the Skill Book will also increase. When the Skill Book reaches a certain level, it receives additional spells that can be learned.

Select the Skill Book, and press the A button.

Name of the Skill Book

Skill Book level

Indicates the Skill Book's level (the sum of the levels of its skills). As this level increases, the Skill Book receives additional skills to be learned.

Skill Book comments

List the characteristics of the selected Skill Book.

Special coins/magic coins



Comments

Provides a description of the selected skill's effects. "XXXX" means the level of the Skill Book is still too low for the skill to be learned.

Skill level

The level of the skill is indicated by the number of ★ symbols. The more ★ symbols, the higher its level, and the greater its power. ★ MAX means the skill has reached its highest level of 5.

Equipped character

Displays an icon of the character equipped with the skill.

Special/magic coins required

Indicates the number of special coins/magic coins required to learn or power-up the skill. Green numbers indicate special coins, while blue numbers indicate magic coins.

Name of skill

This is the name of the skill. Skills that haven't been learned yet are indicated by "----". Only skills listed in white can be learned or powered-up.

Learning Skills

Select the Skill Book, press **Left** to view the Skill Book list and press **Enter**. You cannot learn that skill unless you possess the necessary number of magic coins (MC) or special coins (SC) Powering Up Skills

Select the Skill Book containing the skill you want to power-up and press **Enter**. You cannot power up that skill unless you possess the necessary number of magic coins (MC) or special coins (SC). A skill becomes more powerful as its level increases.

Type of Skill Books

Acquired Skill Book	Description
Acquired Combat Skill	Lets you learn combat skills
Acquired Specialty Skill	Lets you learn specialty skills
Acquired Warrior Skill	Lets you learn warrior skills
Acquired Priestly Skill	Lets you learn priestly skills

* This is not a complete list of all Skill Books. Look for others.



Skill Book

used to equip skills. Items with icons in the name (e.g. **Fire**) weapons, armor, and other equipment) Select the character you want to equip with skills and press **Enter**. Equip a new skill Select an empty Skill entry and press **Enter**. Switch to the Skill Book window containing the desired skill. Select it and press **Enter**.



To change an equipped skill: select the skill you wish to replace and press **Enter**. Switch to the Skill Book window containing the new skill you wish to equip and press **Enter**. To remove a currently equipped skill select **Remove**, select the skill and press **Enter**. A character can be equipped with more skills as they ascend in level.

Equip Skill
Currently equipped skills are listed here. Select a currently equipped skill or **Remove** and press **Enter** to equip or change a current skill.

Equip icon
Icons in combat parameters show you will see how the new skill affects the combat parameters. The numbers are yellow when a parameter goes up or blue when a parameter goes down.

Skill to be changed
The skill to be changed appears here.

Select the entry to change or equip and press the **A** button.



Character
Provides a description of the currently selected skill.

Skill Book
Displays the name of the currently selected Skill Book. Use the L or R directional keys to display other Skill Books.

Character equipped with skill
Displays an icon of the character currently equipped with the skill. Skills with an icon appearing here cannot be selected as a skill to be equipped.

Name of skill
This is the name of the skill. Skills that have yet to be learned are indicated by **---**.



AI



Select the AI you want to change and press enter

AI window



Current strategy

Comments
A description of the currently selected strategy appears here

Name of strategy	Description
Aggressive	Fight with all combat
Aggressive	Do not use magic and special attacks
Aggressive	Fight mainly with normal attacks
Aggressive	Recover frequently to avoid falling
Aggressive	Fight by raising friends' parameters
Aggressive	Press the enemy with applying attacks
Aggressive	Use mainly Divide and Defend
Aggressive	Character act according to their personality



Press [R]



Press [L]

L Trigger activates to the right

Press [L]

Press [R]



Press [A]

It's a world of people live in towns. Try talking to as many of them as you can to gather useful information

In the field, you'll notice some treasure chests, things that can be smashed and other objects. If you see something of interest, try approaching it and pressing [A] to open it.



Ladder (over)



Wooly (over)



Wooly (over)



Treasure chest (large)



Wooly (bag)



Wooly (hat)



Treasure chest (small)



Wooly (bag)



Wooly (hat)

Press [A]

Enemies wander about the dungeon fields. If you encounter an enemy, a combat screen will appear and combat will begin.



Compass

The compass appears in the upper right corner of the screen in both battle and dialogue fields, and indicates the direction and distance to the destination. Press the Y button to change the destination. The number of destinations you can choose from depends on your current location, and may change as the game unfolds.



Icon

The number of blue dots indicates the number of destinations that can be chosen. The yellow dot indicates the current destination.

Needle

The needle points in the direction of the destination.

Destination

List the name of the current destination. In dialogue fields, the only possible destinations are "Forward" and "Back."

Distance to the destination

The light green circle appearing underneath the needle indicates the distance to the destination. The circle refills as you close in on the destination and increases as you move away from it.

Destination: Forward



Destination: Back



Push Icons

Push icons appear in places where you can take actions, such as moving switches or pushing objects. There are also places where you can push objects or take other actions, even though an action icon appears.



Jump Icons

Jump icons appear where you can jump down or across openings, or other openings in the ground.



Climb Icons

Climb icons indicate rope-like ladders, which you can climb to overcome.



Character Icons

Character icons identify characters in general states who will provide you with combat tips and other hints.





Save Icons

Press the A Button while you are on one of these icons to save your game or let party members recover. Select "Recover" to restore all your party members' parameters to their maximum values. Save icons also cure all status ailments.



Save Games

Select "Save Game" and press enter to display the save screens. On the save screens, use the L/R Triggers to select a controller port where a memory card is inserted, select a place to save your game, and press enter. Saving your game where an older game is already saved will completely overwrite the old game.



*While saving or loading games, don't turn OFF the PlayStation®3 power. If you do, you may lose your save data.

**If you have 2 memory cards inserted...

Event Objects

- Treasure chests, treasure chests or other objects in danger fields, press the A Button to pick them up. Standard treasure chests contain one item, while Big Treasures (Big) contain two items.
- Treasure chests



Event Characters

- Talking to town characters to gather information will inform your adventure. A conversation with a character can be resumed over after talking with them only once. Try talking to the same character again and again if the conversation seems unconvincing, or if the character is particularly interesting.



Notes

Things that can be crushed

If you find something interesting in a town or dungeon, move up to it and try pressing the A Button. You might be able to investigate it and gain some information.



Dangerous traps

There are many traps set in the dungeon fields. If you trip one, the party may lose HP or suffer status disorders.



Things that can be smashed

Certain objects in dungeon fields, such as giant mushrooms or barrels, can be smashed. You can try to smash objects by pressing the A Button.



Visit every building in town, such as Inns and General Stores. Here we will explain the buildings in Carbo Village, where Ryudo will visit first.



Inn

Here you will find the innkeepers of the dungeons. As the Father has asked, please take a job for him.



House

There are several houses in the village. If the door opens, you can go inside and talk to the residents.



It is a good place to buy a variety of items. Here you can always recover all HP and save your game.

General Store

At the general store you can buy and sell weapons, armor and other items you'll need on your adventures. Here you'll also find a character wearing a "Triborial hat," who offers combat tips.



Inn

At the inn you may rest your character or save your game. Whenever you reach any town, it is recommended to first visit the inn to restore your party's status and save your game. You can stay at the inn in the



Spending the Night



Spending the night restores HP, MP and SP to their maximum and cures all status disorders. Selecting "Spend the Night" and pressing enter will run a dinner scene. From here, you can talk to a character you want to talk to and press enter to have a conversation you might just find out important quest information. To end the meal, select the "Good Night" icon and press enter. You may continue to end the meal, until you have heard a particular conversation.



The "Good Night" icon restores the HP, MP and SP to their maximum values and cures all status disorders and go to sleep. There will elapse within the game.

Recover

This restores the HP, MP and SP to their maximum values and cures all status disorders.

"Save Game"

Select this icon to save your game. For details, see P. 37.



General Store

Go into the proprietor of the general store to buy and sell weapons, armor and other items you'll need on your adventure. Also in the general store is a character (wearing a "special hat") who'll definitely explain what you need to know about combat. Try talking to him if you have a question.



Buy

- Buy items at a general store: select the item type and press enter, then select the item to buy and press enter. This will display the Buy command. When selecting equipment, you will indicate the item's effects on the character's parameters. Equipment items can be equipped immediately.

Cost of Items for Sale

Item for sale

A command that you buy equipment. A command for equipping the item will appear. When you buy an item, a command allowing you to sell it will also appear.

Item for sale



Parameter change icons

These icons indicate an item's effect on parameters. An ▲ icon indicates an increased parameter, while a ▼ icon indicates a decreased parameter. The change icons from left to right indicate the ATK, DEF, ACT, and MDV parameters.

Select Equip and press the A Button

Price

Number carried lists the number of each item carried by the party.

Item description gives a description of the selected item, including its weight, special effects and price.

Changes in combat parameters

This displays the item's effects on combat parameters. Yellow numbers indicate an increased parameter, blue numbers indicate a decreased parameter.



Sell

To buy items and are carrying, select the item type and press **Enter**. Then select **Sell** to sell and press **Enter**. This will display the Sell command. Most items must be sold before they are sold, and some items cannot be sold at all.

Types of items carried

Items carried

Sell command
In addition to selling items one at a time, you may also use a command to sell multiple items at once: Cash on Hand



Cash on hand

Number carried

Price

Item description
Or, if a description of the selected item including its strength, special effects, and price

Tutorials

When you talk to the character in the corner of the store wearing a "tutorial hat," he will give you information and combat tips while walking you through simulated battle. At the start of your adventure he will provide only simple tips, but then offer more advanced help as your adventure proceeds.



COMBAT TIPS



Encountering an enemy in a dungeon field will trigger the combat screen to appear and initiate the battle. During combat, you must decide your characters' actions each turn until you defeat the enemy. Combat occurs in real time except during the execution of moves, spells, and special enemy attacks, and while the characters wait command input. Combat ends when all enemies are defeated, or when the combat command "Surrender" is successful. Upon victory, the combat results screen will appear; then you will return to the dungeon field where you originally encountered the enemy. If all party characters fall in combat, the game is over.

Combat with enemy

Start of combat
Fighting against the enemies starts. It may be a fight hard!



All party characters
fall in combat

Game Over
(Return to title screen)

End of combat

Combat results screen appears
The experience points, coins, and gold earned in combat are added. The combat screen ends.



Return to dungeon field screen

How You Contact the Enemy Makes a Difference

Contact with enemy



How you encounter the enemy on the dungeon field screen determines who will have the advantage at the start of combat. If you encounter the monster party from behind, you have the element of surprise and can attack first. However, if the enemy encounters you from behind, you will be surprised and attacked first.

Contact not made in one of the states below

Combat starts normally

Player party encounters monster party from behind

Monster party encounters player party from behind

Combat starts with a surprise attack



Combat starts with the enemy surrounding your party and launching a surprise attack

Combat starts with player party surprised



Combat starts with your party surrounding the enemy and launching a surprise attack

When you walk in a dungeon, all of the party members' HP, MP, and SP gauges will be reduced but other gauges (AT, MP, and SP) show



HP: 100/100
MP: 100/100
SP: 100/100



Dungeon Display Remains in Party

IP Gauge

The IP (Initiative Point) Gauge displays the order in which party characters and monsters take action. For details of the IP Gauge, see P. 43.

Monster Status Window displays details on the currently selected monster. For specifics, see P. 43.



Meaning of Icons in Visual Display

Here are the meanings of the various icons displayed around each character:



Indicates that counter damage has occurred.



An action has been cancelled.



A character has avoided an enemy attack.



An attack has missed due to the enemy dodging or the like.



Indicates the total number of hits in a Combo attack.



An attack couldn't occur because the target was too far away.

Character Status Window

This window displays each character's status and other combat parameters and other information. When a monster is selected, Treasure icons may appear when the monster is carrying valuable items.



Treasure Icons

These indicate the chances that a monster will drop a good item. The greater the number of icons, the higher the chances are that a monster will drop an item.

Targeting Icon

Indicates what kind of action the character is taking and which character is the target of the action.



The IP Gauge determines the order in which each character acts. Each character's marker moves from left to right along the Gauge, and when a character marker reaches the COM point, you may enter your command. The action will then be executed once the character marker reaches the ACT point located at the right end of the IP Gauge.

When a player marker reaches the COM point on the IP Gauge, the motions of all characters are halted and the command entry field awaits your input. Once you enter a command, the marker begins moving again.



When a player marker passes the COM point on the IP Gauge, that character prepares to carry out the entered command. When the ACT point is reached, the character begins his/her action and the entered command is executed.



Once his/her action is complete, the player marker moves back to the left end of the IP Gauge. The marker then begins moving towards the command entry point again, and the sequence is repeated as long combat as continues.



Use a Critical Attack to Move the Monster Marker to the Right

If you land a critical attack on an enemy before they can enter attack mode (D) the enemy's marker will be pushed back to the left (L) delaying the enemy attack. If you can manage to land consecutive critical attacks you might even be able to defeat the enemy without being attacked.



Use a Critical Attack to Move the Monster Marker to the Left

Differences in IP Movement Speed from the COM Point to the ACT Point
Even if the enemy is just about to execute an attack (D) you can enter a command with a high IP Gauge movement speed (such as Defend) and it will execute instantaneously (D) you will might be able to defend the attack and reduce damage.



Combo



Select Combo for combination attacks. Select the Combo command and press enter, then select the enemy to attack and press enter.

About Counter

If your attack hits while the enemy is in an attack pose, a Counter may occur, resulting in greater damage.

Critical



Use for powerful single attacks. Select the Critical command and press enter, then select the enemy to attack and press enter. Although a Critical won't inflict as much damage as a Combo, it can move the enemy's IP Gauge marker back to the left. A Critical requires a large attack motion that may leave you vulnerable to Counter damage, so be careful timing your attack.

About Cancel

If a Critical (or other attack which has a Cancel effect) hits while the enemy is preparing to act (between the COM and ACT points), the enemy's marker may be pushed back before the COM point. Scoring a cancel can be useful for avoiding (or reducing) particularly powerful enemy attacks.



Move/Magic

This command lets you use the moves and magic spells contained in a character's Magic Egg. Use the L/R Triggers to switch among the Move/Magic windows and select the move or magic spell you want to use. Then press enter. After selecting the target and pressing enter, the character prepares to activate the move/magic. As the character prepares, they will be surrounded by yellow or green light, and when their marker on the SP Gauge reaches the ACT point, they will execute the move/magic spell.

Comment

Describes the selected move/magic spell and lists level range of effect and points consumed.

Move/magic window

If a character is equipped with a Magic Egg, magic windows will appear. Use the L/R Triggers to switch among them.

Points consumed

The points consumed by the move/magic spell appear here. If your current SP or MP value is less than this rating, you can't use the move/magic spell.



About SP Recovery

You'll recover a small amount of SP if you hit with a Combo or Critical attack, or if you are hit by an enemy attack.



Defend



This command lets you use or equip a character with items being carried during combat. Select one from the Items list and press enter, then select the target and press enter. Dropped out items cannot be used in combat. Only currently equipped objects can be used as items.



Defend



This command will make a defensive posture for a fixed period between battles to reduce damage and lessen the chance of status damage. You'll also recover more SP than usual if you are struck by an enemy attack.



Escape



Escape allows you to retreat from a combat scene. If your escape is successful, you will exit the combat scene but won't earn the experience points, gold, and other items you'd get by defeating the enemy. Use this command if the party characters are in dire straits. You can't use the Escape command to get away from every enemy, however. Some you will have to fight and defeat in order to continue.



Guide



Guide allows you to avoid enemy attacks by moving to another place. Select from several evasion points appearing on the screen that present the best chance for you and your companions to avoid spells able to affect a whole party.



AI



You can choose the AI battle strategy from eight different strategies of action. Select either a party or individual strategy name and press enter to display the strategy menu. Then select your strategy and press enter. Once you select "Execute," an AI battle will be executed. During battle, you can use the Y button to run Party AI (Play Fair) on or off. To halt an AI battle, press the B button. When using a strategy other than Manual, you can only change the camera angle to combat when an AI strategy is being executed.



Name of strategy
The strategy name appears under the individual character windows during the execution of AI strategies on for individual characters. It also appears at the bottom left of the screen during the execution of Party AI.



Combat camera angle mark
Use the X button to change the combat camera angles. There are four to choose from.

Command	Description
Attack	You issue all combat commands
Cast	Use powerful moves and magic sparingly
Defend	Fight only with normal attacks and recovery magic
Recover	Recover frequently while fighting to prevent party characters from falling in combat
Support	Use assistance magic while fighting to heal friends, poisons
Attack	Fight while covering characters that make it difficult for the enemy to attack
Defend	Use mainly Evade and Dodge
Auto	Each party character makes actions according to their personality

Displaying Combat Camera Angles



The camera angle captures the entire combat scene.



The camera angle displays a close-up of a specific character. Use the L/R Triggers to switch characters.



This is the standard camera shot.



The camera angle displays a specific character and their surrounding vicinity. Use the L/R Triggers to switch characters.



Party characters and monsters may suffer status disorders when hit by special attacks. Status disorders are indicated by a mark appearing above the affected character's head, and the character's actions will be hindered in combat. Status disorders can be cured by using magic or items. In addition, some status disorders may wear off when combat

Status Disorders



Sleep A poisoned character cannot act or take damage from attacks. Its effects continue after combat ends.



Confusion Sleeping characters are unable to act until a period of time elapses or an enemy attacks them. Sleep effects wear off when combat ends.



Plague Plague randomly induces ± 2 paralysis, confusion or other status disorders. It can also decrease character parameters. Plague effects vanish after combat ends.



Confusion A confused character will not accept commands and sometimes attacks his friends. Confusion may wear off after a period of time or when combat ends.



Paralysis The character can no longer participate, regardless of their status. The effects continue after combat ends.



Paralysis A paralyzed character cannot move his body. Paralysis may wear off either after a period of time or when combat ends.



KO The character can no longer move, regardless of their status (if consciousness alternates).



KO A character whose HP falls to 0 can no longer participate in combat.

Novels/Magic Here are some of the worlds/magic appearing only in the game.

Novel	Novel	Novel	Novel
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Novel	Novel	Novel	Novel
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Dreamcast

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